

CAPCOM



Virtua Fighter 3  
ICE



INSTRUCTION BOOKLET

EmuMovies



NINTENDO  
GAMECUBE.

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

<b>Convulsions</b>	<b>Eye or muscle twitching</b>	<b>Loss of awareness</b>
<b>Altered vision</b>	<b>Involuntary movements</b>	<b>Disorientation</b>

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.

If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS  
GAME PLAY WITH ONE  
PLAYER AND CONTROLLER.

1 Player

Memory  
Card

THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.

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TEEN



Cartoon Violence

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

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## BIG SCREEN EVIL!

The tyrannous organization Jadow had attacked the peaceful "Movieland."

The hope of all people seemed doomed in the grip of this overwhelmingly powerful evil army. But then one brave man took a stand, and pulverized the evil empire into oblivion!

However, that was not the end of evil. Another nightmare now looms. Earth is in danger once again!

Come back, Red Hero! If Joe can't do it, no one can!

## HEROES



### VIEWTIFUL JOE

Joe loves hero movies down to his very core. The Viewtifully passionate hero of this story solves problems with style and tenacity. Now he is about to come face to face with a new challenge, a new fight, but he seems to be laughing in the face of danger!

### SEXY SILVIA

She's Joe's girlfriend. Last time around she was held captive by the bad guys, but got fed up and said, "Ain't no way this heroine is just gonna sit around waitin' to be rescued." Managing to get her hands on a V-Watch, she's out there playing the hero, right alongside Joe! Hopefully she knows what she's getting herself into!



### CAPTAIN BLUE

He's a legendary superhero who has been the focus of Joe's adoration for many a year. Begged (or was it "threatened"?) by Silvia, he ended up giving her a V-Watch, and sends the two off to face danger once again.

"Wait, was she supposed to become a superhero too?"

### JET BLACK

Joe's father and old pal of the big Blue, this movie theater owner/projector technician has a deep love for the art of cinema. He'll end up helping Joe and Silvia's cause from his side of the screen.



## CONTROLS



You can change the controls in Option Mode, accessed from the Main Menu.

### MENUS

Control Pad  
A, Y or X Button  
B Button

Highlight options  
Confirm selection  
Cancel selection

### GAME ACTION

Control Stick	Move Joe/Silvia
Control Stick	Upper/lower Dodge
+Control Pad	Same as Control Stick*
L Button	VFX Slow
R Button	VFX Mach Speed/Replay
C Stick	VFX Zoom
Z Button	Viewtiful Touch (switch characters)
Y Button	Punch
X Button	Kick
A Button	Jump/Double-Jump when transformed*
START/PAUSE	Pause/Skip cutscenes

\* On certain platforms press the +Control Pad + the A Button to jump down.

## GETTING STARTED

### SETTING UP

1. Make sure the **POWER** Button is **OFF** on your Nintendo GameCube™.
2. Insert your **VIEWTIFUL JOE™ 2** Nintendo GameCube™ Game Disc as described in the instruction manual.
3. Insert the Nintendo GameCube™ Controller into Controller Socket 1. (Other Controller Sockets will not respond to the connection.)
4. To save games, insert a Nintendo GameCube™ Memory Card into Memory Card Slot A.
5. Press the **POWER** Button **ON**. **IMPORTANT:** Make sure not to touch the Control Stick while doing so.

### SOFT RESET

Press **START/PAUSE** + the **B** + **X** Buttons simultaneously in mid-game to return to the Main Menu. Do this when you want to quickly restart a game from the last point where you saved.



## MAIN MENU

On the Main Menu, highlight your choice with the Control Pad and press the **A**, **Y** or **X** Button.

- ★ **GAME START** – Start a new game. First off, choose a difficulty level:
  - **KIDS** – You're brand new to the game.
  - **ADULTS** – You already have some action under your belt.
- ★ **DATA LOAD** – Load and save game data.
  - **LOAD** – From the Saved Data File screen, select a file to restart that game with all your progress intact.
  - **SAVE** – Save your game from the Power Up screen after completing stages. (You must have a Memory Card in Memory Card Slot A to save data. Each saved game requires 4 blocks of free space, and you can save up to 10 files per Memory Card.)
- ★ **KEY CONFIG** – Change the button configuration.



# GAME SCREEN



## SCREEN PROPS

- ★ **LIFE MARKS** – Joe's and Silvia's energy levels. When you run out of Life Marks, it counts as one life or "take."
- ★ **V-MARKS** – Appear when you defeat enemies with any special attack. V-Marks are then converted to V-Points.

- ★ **VFX GAUGE** – As long as this has energy, you can use your VFX Powers. If you completely run out of VFX energy, your hero returns to non-hero form and loses all use of VFX Powers until the gauge refills to the first bar and your hero transforms back. This gauge recharges automatically when you aren't using any VFX Powers.
- ★ **V-FILMS** – Every time you collect 50 V-Films, your VFX Gauge max increases by one unit. (The gauge resets to its initial level at the end of each stage.)
- ★ **V-POINTS** – Use these to purchase Power-Ups for Joe and Silvia on the Power-Up screen at the end of each stage.
- ★ **L.I.V.** – Short for "Life Is Viewtiful." Shows how many "re-takes" (lives) you have left.
- ★ **TASK** – Gives a hint about the task you must fulfill to finish the scene.

## MORE SCREEN PROPS

- ★ **ENEMIES** – Defeat enemy characters to win V-Medals that you can then use to purchase Power-Ups. You also get V-Marks based on how Viewtifully you dispatch the opposition. You can even win Bonus Points!
- ★ **ITEMS** – Pulverizing objects and enemies causes valuable items to appear spontaneously. Find out how these can save your bacon! Some of them are:
  - **CHEESEBURGER** – Restores one Life Mark.
  - **BLUE BOTTLE** – Pumps up VFX Power a bit.
  - **RED BOTTLE** – Makes VFX Power infinite – while it lasts!
  - **CONTROLLER** – Makes all enemies dizzy for a while.
- ★ **BOSS LIFE GAUGE** – Appears during a Boss fight to monitor the Boss's remaining health. When all the markers disappear, the Boss is finished!



## ABOUT THE GAME

- **GAME MISSIONS** – As the hero, your mission is to fight the movie villains and solve various riddles and puzzles that stand in your way.
- **GO FOR IT!** – Each stage has a number of tasks you must complete in order to proceed. These tasks can be anything from punching out a certain bully to finding hidden loot.
- **RESULT** – When you finish a task, you get a scene score or ranking. You might even get Bonus Points if your performance was up to snuff. The faster you complete tasks, take out enemies and clear the scene, the higher your Bonus Points will be. So get the lead out...!
- **POWER UP!** – During and after scenes there will be places where you can upgrade with Power-Ups. Use the V-Points you racked up to get better and even more Viewtiful Power-Ups!
- **GAME OVER** – Villains vanquished? Bad guys banished? Nobody left to fight and all your tasks complete? Then you win and the game ends! But the game also ends if you run out of "takes." When the Game Over screen appears, you can either retry the same game, save it and start another game, or quit.



## JOE GOES!

### BASIC ACTIONS

Use these to get through all the high and low places...



**RUN** – Use the Control Pad to criss-cross the scene at a sprint!

**JUHP** – Press the A Button to jump. Want a higher jump? Hold down the button longer.

**DOUBLE-JUMP** – You can do this while transformed. Just press the A Button for a Viewtiful two-level jump.

**JUMP DOWN** – In some places, such as on thin platforms, you can press the Control Pad ↓ + the A Button to jump down!

### ATTACKS

These will get you started pulverizing villains like a real action hero!

**PUNCH** – Press the Y Button to punch straight on while standing or in midair, or to do an uppercut while crouching. A midair punch sends 'em crashing to the ground, while a crouching uppercut sends 'em up, up and away!



**KICK** – Press the X Button to kick straight on while standing, in midair or crouching. Power-up for a red-hot kick!

## SIX MACHINE

### DODGES

Dodging allows you to avoid enemy attacks and create openings to deal some major damage!

- When villains miss an attack, they get dizzy and are left wide open for a knuckle sandwich!



**HIGH-DODGE** – A short hop can avoid an enemy's low attack. Make their heads spin!

**LOW-DODGE** – Duck down to evade an enemy's high attack.



### SIX DRILL

Six Machine's earth-drilling form. Its huge drill lets it dig holes with immense power. Plus, with jet propulsion, it moves along so fast you'd swear it was flying! Zoom in to bust up even the toughest ice!



### SIX DOLPHIN

Submarine form of Six Machine, capable of firing torpedoes forward and detonation charges behind. This tough cookie can dive up to a depth of 666 miles underwater!



## VIEWTIFUL TOUCH

Switch between Joe and Silvia at will with Viewtiful Touch. Press the Z Button to change out characters. It's your job to cast the right hero for each scene, and switch out heroes with the touch of a button. You might even be able to charge up for explosive special Combo moves!

Switch out anytime!  
If Joe needs a rest...  
Silvia hops in and tags  
Joe out!



You've gotta know when  
to switch... If Joe can't  
reach a switch, bring Silvia  
in and give her a shot!



Build up the gauge  
for a combo attack!  
Hold down the button  
to build up the gauge...  
then switch for explosive  
tag-team attacks!



If things get too hot  
for Silvia... bring  
Joe in to prove he's  
a real hottie!





## VFX RULES!

Not one, not two, not three, but **FOUR** kinds of VFX Power make Joe and Silvia the toughest, most Viewtiful action heroes to grace the big screen!

VFX POWER 1  
L BUTTON

**SLOW**  
FOR JOE & SILVIA

Power-down the action to slow down everything on screen and dodge all attacks in slow-mo with Viewtiful grace! Your attack power will go up, and if you use **SLOW** while enemies are dizzy, you can send 'em flying into next week!

» Completely dodge attacks! Duck under bullets whizzing by with **SLOW**! You can even hit bullets back at the enemy!



» **SLOW**-mo attack boost! Even normal attacks pack more punch!



VFX POWER 2  
A BUTTON

**MACH SPEED**

FOR JOE ONLY

With his Mach Speed power, Joe pulls off red-hot moves at super-sonic speeds that catch on fire! You might even see Joe's body doubles delivering double and quadruple justice!

» Joe flies in super fast forward! Move at super-sonic speeds and stick it to the bad guys! With so much speed, you'll start seeing double!



» It's gettin' hot in here! Friction turns Joe into "Fire Joe"! When you're "on fire," fire attacks and obstacles are no sweat! Your body doubles don't waste time going after the goods!



VFX POWER 3  
C STICK

# ZOOM

FOR JOE  
& SILVIA

Zoom in on super-hero action and pull off cool special moves while foes are frozen witnesses to your heroic feats!

★ Attack with super powerful special attacks and machine-gun punches! Your spinning kick will send 'em flying!

★ ZOOM while jumping for a crazy drill attack jump!

★ ZOOM while coming down for some major stomping!

★ Dumbfounded by your sheer bravery, enemies will be unable to move!



VFX POWER 4  
A BUTTON

# REPLAY

FOR SILVIA  
ONLY

By replaying Silvia's last action, you can deal three times the damage, or if you're not careful, take three times the hits with this high-risk, high-return super-move. Check out the lightning all over the screen! You're white-hot!

★ Stick it to 'em three times! Start recording and get in an attack to REPLAY the scene and do triple the amount of damage! Knock 'em out in one fell swoop!



★ Silvia glows with electricity! Pull off a successful Replay and become "Lightning Silvia"! Electricity attacks and obstacles are no shock for Lightning Silvia!



## VIEWTIFUL COMBOS & X-BONUS

Earn V-Marks by defeating enemies with Viewtiful combos. These V-Marks are then converted into V-Medals, or V-Points, which you can turn around and use to purchase power-ups.

Use SLOW to up the ante and get a Double-Up Point Bonus.



» Make an enemy dizzy and go into SLOW for a target-lock!

» Stick it to your locked-on target to really teach 'em a lesson!

» Stay in SLOW to get target locks on other on-screen enemies!



» For every locked-on enemy attacked, your V-Marks increase by leaps and bounds!

» Dodge an enemy's attack to make him dizzy, then sock it to 'em for some V-Marks!



» Use VFX Powers for more V-Marks!

» Rack up more V-Marks and convert them into V-Medals!

## VILLAINS

### FLAT - M3...

... unofficially known as "Flaty," are regular soldiers of the alien Gedow Invasion Army sent in to Movieland as advance guards. They try their hardest day and night to blend in as residents of Movieland.



### SLY - SLI...

... souped-up versions of Flaty, these meanies have giant parts where their arms should be.

With gravity control devices installed inside them, their smooth sliding attacks are a sight to behold!



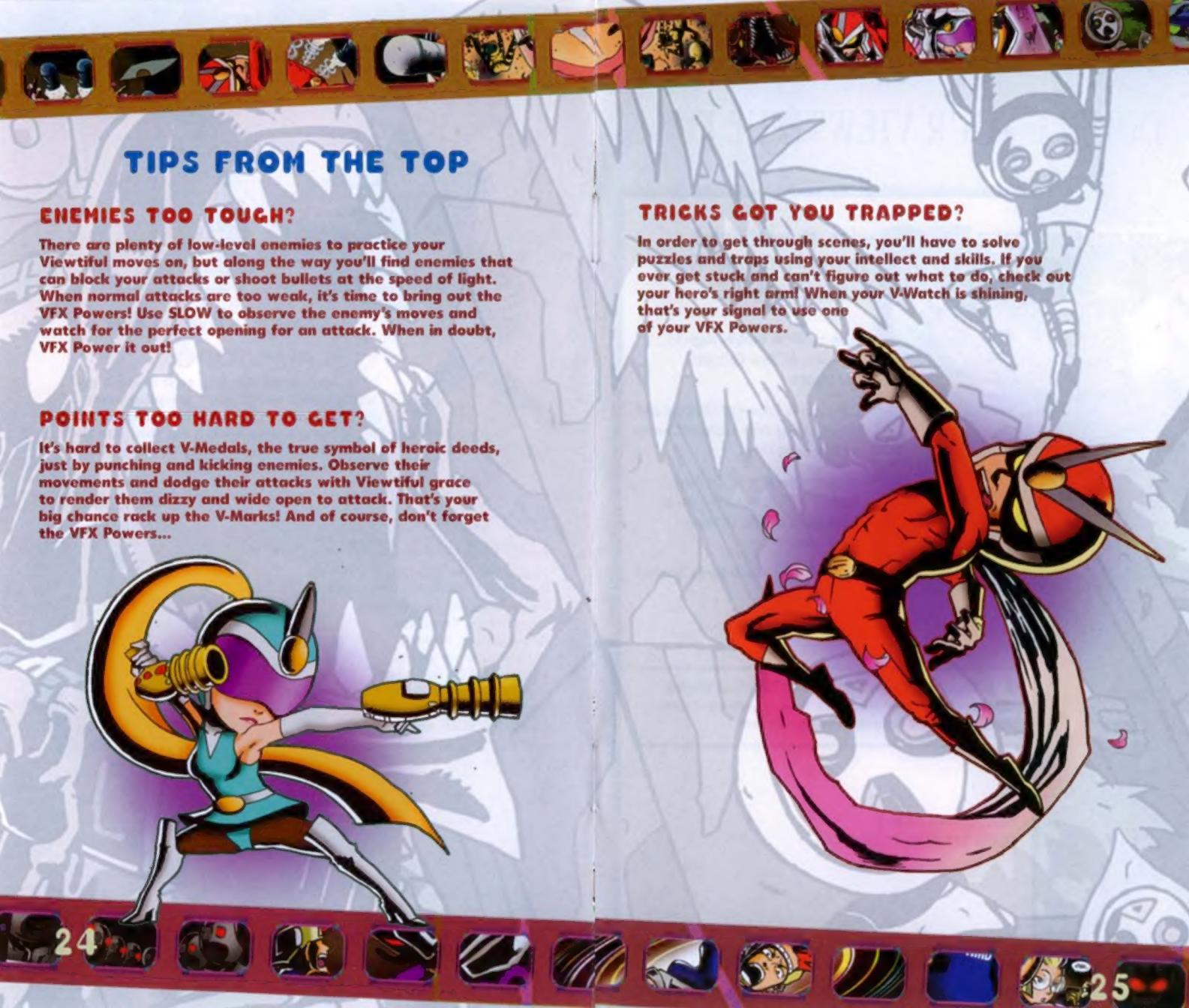
### SPACE GUNMAN BLAU - TOPO...

... are hired gunmen sent in from an "outer space tough guy" job placement agency. Because they get paid based on how many heroes they stick it to, they can be pretty serious when trying to zap you with their laser beam guns.

### BIG JOHN, DINOSAUR SERGEANT...

... played the starring T Rex role in a bunch of dinosaur movies. He got duped into joining the Gedow Invasion Army where he now serves as a sergeant. Watch out for his body slams. When he gets into his role, he comes up with some pretty crazy attacks.





## TIPS FROM THE TOP

### ENEMIES TOO TOUGH?

There are plenty of low-level enemies to practice your Viewtiful moves on, but along the way you'll find enemies that can block your attacks or shoot bullets at the speed of light. When normal attacks are too weak, it's time to bring out the VFX Powers! Use SLOW to observe the enemy's moves and watch for the perfect opening for an attack. When in doubt, VFX Power it out!

### POINTS TOO HARD TO GET?

It's hard to collect V-Medals, the true symbol of heroic deeds, just by punching and kicking enemies. Observe their movements and dodge their attacks with Viewtiful grace to render them dizzy and wide open to attack. That's your big chance rack up the V-Marks! And of course, don't forget the VFX Powers...



### TRICKS GOT YOU TRAPPED?

In order to get through scenes, you'll have to solve puzzles and traps using your intellect and skills. If you ever get stuck and can't figure out what to do, check out your hero's right arm! When your V-Watch is shining, that's your signal to use one of your VFX Powers.



TAKE YOUR GAME FURTHER

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